C. AMENDMENTS TO THE CLAIMS

In order to better assist the Examiner with the prosecution of the case, the current pending claims have been included in their entirety for which reconsideration is requested.

1. (PREVIOUSLY AMENDED) A method for displaying, at a client, transient messages received over a network, the method comprising:

storing in a chronological list, independently of a user action, a plurality of different multimedia objects each containing at least one transient message when each multimedia object is initially rendered at the client; and

displaying the chronological list with control buttons for enabling a subsequent rendering of the stored multimedia objects in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given multimedia object.

2. (PREVIOUSLY AMENDED) The method of claim 1 wherein each one of the plurality of different multimedia objects is at least one of an animated GIF multimedia object, a moving picture type multimedia object, a vector graphic multimedia object, and a static image multimedia object.

3. (ORIGINAL) The method of claim 1 wherein the step of storing further comprises storing at least one of the multimedia objects at the client.

4. (ORIGINAL) The method of claim 1 wherein the step of storing further comprises storing at least one of the multimedia objects at a server which is in communication over the network with the client.

5. (CANCELED)

6. (CANCELED)

7. (ORIGINAL) The method of claim 1 wherein the storing step occurs for a configurable duration of time.

8. (PREVIOUSLY AMENDED) The method of claim 1 wherein the step of storing further comprises storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in the chronological list as each multimedia object is initially rendered at the client.

9. (PREVIOUSLY AMENDED) A method for displaying, at a client, transient messages received over a network, the method comprising:

storing, at a server which is communicatively connected over the network with the client, in a chronological list, independently of a user action, a plurality of different multimedia objects each containing at least one transient message when each multimedia object is initially rendered at the client;

displaying the chronological list with control buttons for enabling a subsequent rendering of the stored multimedia objects in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given multimedia object; and

sending a next sequential given one of the different multimedia objects from the chronological list and a corresponding software unit to enable the multimedia object to be played in an area of a document allocated to the multimedia object in response to a selection of a replay button sent from the server displayed at the client in an area of a document allocated to the multimedia object.

10. (*CURRENTLY AMENDED*) A computer program product having computer readable program code means on a tangible computer usable medium having instruction means for enabling a display, at a client, of transient messages received over a network, comprising:

instruction for storing in a chronological list, independently of a user action, a plurality of different multimedia objects each containing at least one transient message when each multimedia object is initially rendered at the client; and

instructions for displaying the chronological list with control buttons for enabling a subsequent rendering of the stored multimedia objects in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given multimedia object.

11. (PREVIOUSLY CANCELED)

12. (PREVIOUSLY CANCELED)

13. (PREVIOUSLY AMENDED) The program product of claim 10 wherein the instruction for storing further comprises instructions for storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in the chronological list as each multimedia object is initially rendered at the client.

14. (PREVIOUSLY AMENDED) The program product of claim 10 further comprising instructions for sending a given one of the different multimedia objects from the chronological list and a corresponding software unit to enable the multimedia object to be played in response to a selection of a replay button sent from the server to be displayed at

the client in conjunction with the multimedia object in an area of a document allocated to the multimedia object.

15. (PREVIOUSLY AMENDED) A computer system having means for displaying, at a client, transient messages received over a network, the system comprising:

means for storing in a chronological list, independently of a user action, a plurality of different multimedia objects each containing at least one transient message when each multimedia object is initially rendered at the client; and

means for displaying the chronological list with control buttons for enabling a subsequent rendering of the stored multimedia objects in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given multimedia object.

16. (PREVIOUSLY AMENDED) The computer system of claim 15 wherein each of the different multimedia objects is at least one of an animated GIF multimedia object, a moving picture type multimedia object, a vector graphic multimedia object, and a static image multimedia object.

17. (CANCELED)

18. (CANCELED)

19. (PREVIOUSLY AMENDED) The computer system of claim 15 wherein the means for storing further comprises means for storing at a server, which is communicatively connected over the network with the client, each of the multimedia objects in the chronological list as each multimedia object is initially rendered at the client.

20. (PREVIOUSLY AMENDED) The computer system of claim 19 further comprising means for sending a given one of the different multimedia objects from the chronological list and a corresponding software unit to enable the multimedia object to be played in response to a selection of a replay button sent from the server to be displayed at the client in conjunction with the multimedia object in an area of a document allocated to the multimedia object.

21. (PREVIOUSLY AMENDED) A method for redisplaying, at a client, at least one transient message displayed in a browser, the method comprising:

identifying a region associated with the at least one transient message;

clipping the region associated with the at least one transient message;

storing in a chronological list, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

displaying the chronological list with control buttons for enabling a subsequent rendering of the transient messages in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given transient message.

22. (ORIGINAL) The method of claim 21 further comprising associating a separate identifier for each stored transient message; and enabling a use of the identifier for the user selection.

23. (PREVIOUSLY AMENDED) A computer system having means for redisplaying at least one transient message displayed in a browser, the system comprising:

means for identifying a region associated with the at least one transient message;

means for clipping the region associated with the at least one transient message;

means for storing in a chronological list, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

means for displaying the chronological list with control buttons for enabling a subsequent rendering of the transient messages in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given transient message.

24. (*CURRENTLY AMENDED*) A computer program product having computer readable program code means on a tangible computer usable medium having instruction means for enabling a redisplaying of at least one transient message displayed in a browser, the computer program comprising:

instruction means for enabling an identification of a region associated with the at least one transient message;

instruction means for enabling a clipping of the region associated with the at least one transient message;

instruction means for storing in a chronological list, independently of a user action, each transient message when each transient message is initially rendered by the browser; and

instruction means for displaying the chronological list with control buttons for enabling a subsequent rendering of the transient messages in a forward and backward succession, at a user configurable rate, in response to a user selection of one of the displayed control buttons, wherein the displayed control buttons are independent of any playback control displayed in conjunction with initially rendering a given transient message.